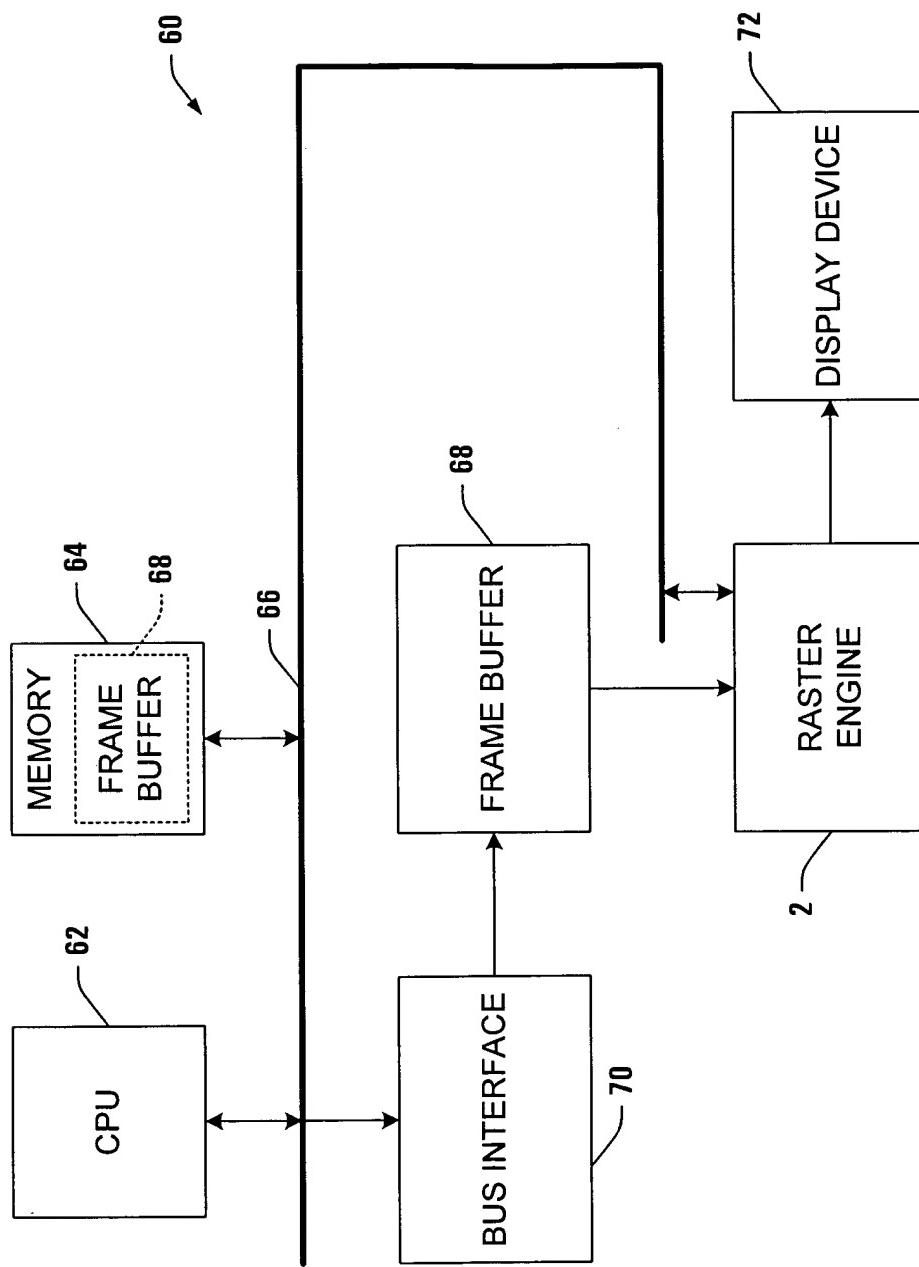
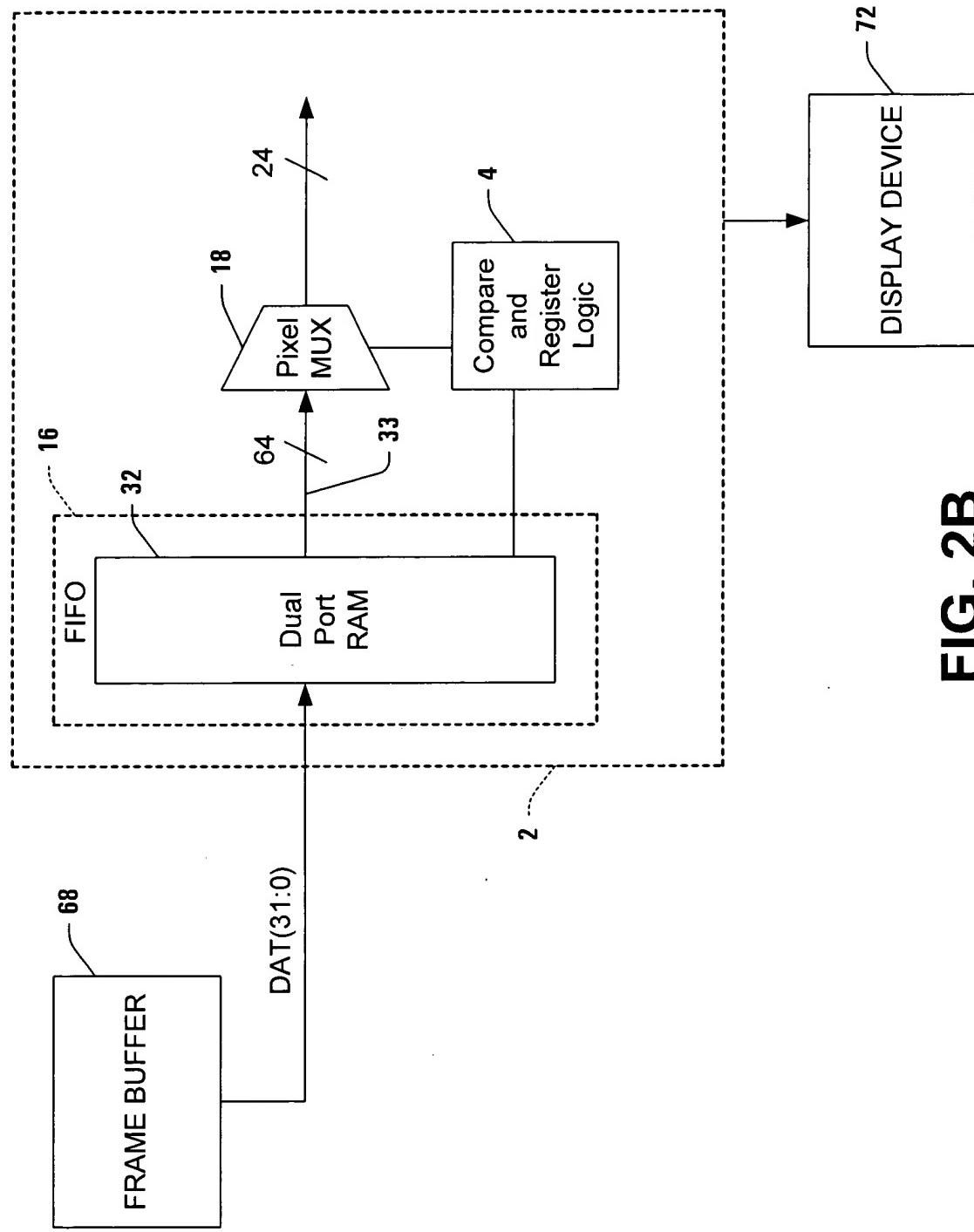


**FIG. 1**

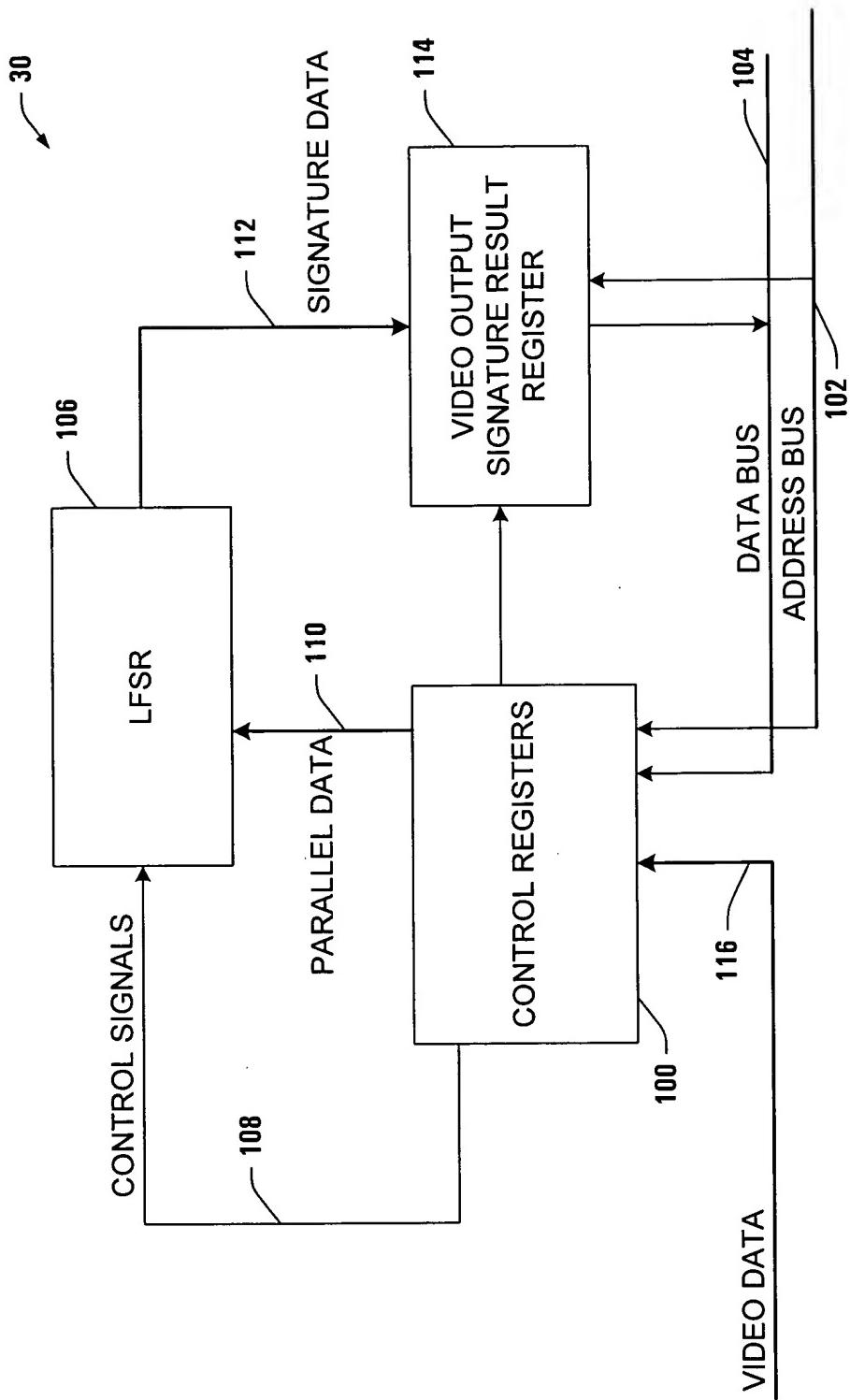
**FIG. 2A**



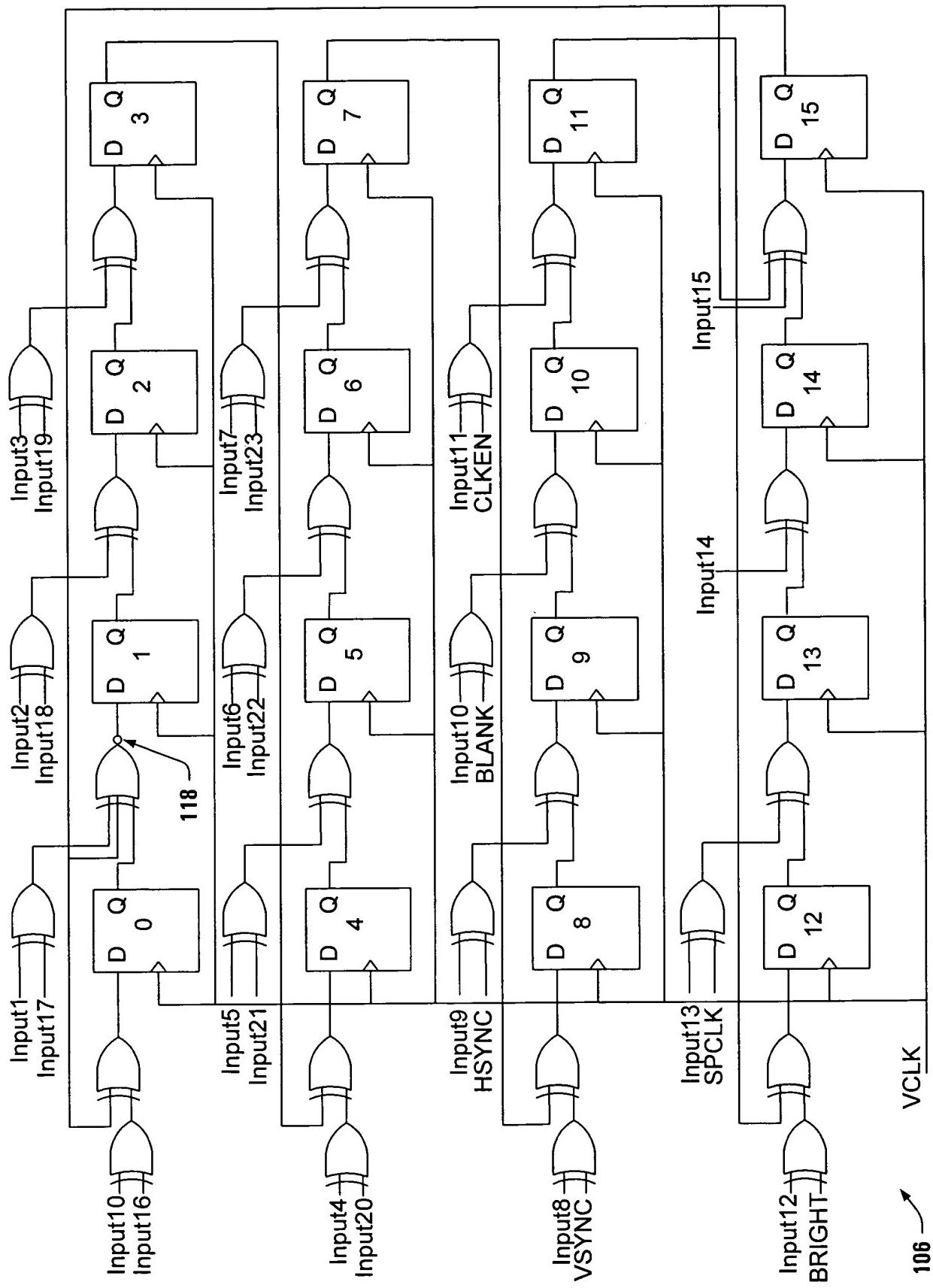


**FIG. 2B**

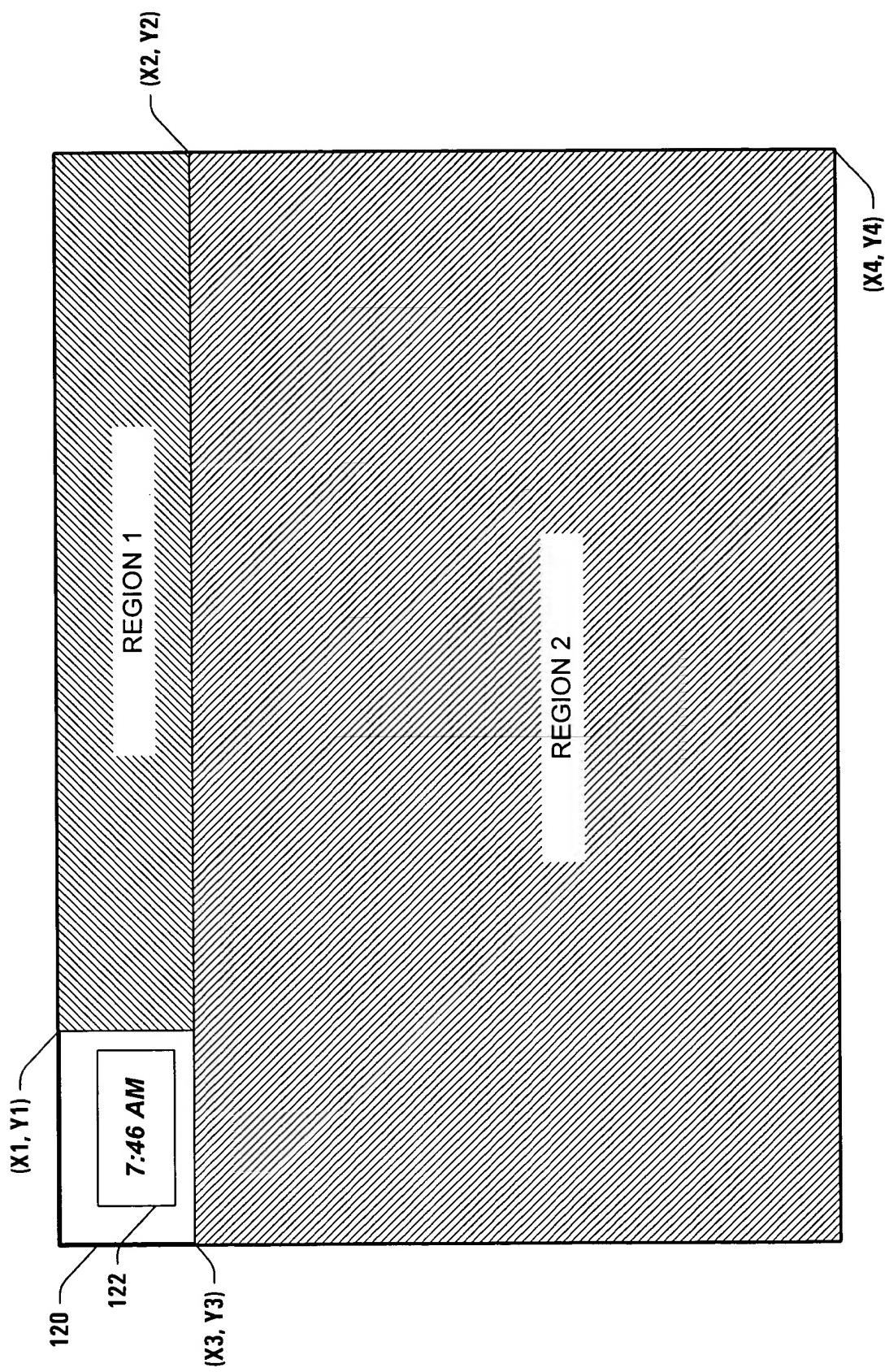
008260 "6631343930



**FIG. 3**

**FIG. 4**

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**FIG. 5**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SIG VAL															

SIGNAL

130 →

## FIG. 6A

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EN	RSVD	SPCLK	BRIGHT <sub>T</sub>	CLKEN	BLANK	HSYNC	VSYNC	PEN							
PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN

SIGCTL

132 →

**FIG. 6B**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	STOP <sub>10</sub>	STOP <sub>9</sub>	STOP <sub>8</sub>	STOP <sub>7</sub>	STOP <sub>6</sub>	STOP <sub>5</sub>	STOP <sub>4</sub>	STOP <sub>3</sub>	STOP <sub>2</sub>	STOP <sub>1</sub>	STOP <sub>0</sub>
RSVD	RSVD	RSVD	RSVD	RSVD	START <sub>10</sub>	START <sub>9</sub>	START <sub>8</sub>	START <sub>7</sub>	START <sub>6</sub>	START <sub>5</sub>	START <sub>4</sub>	START <sub>3</sub>	START <sub>2</sub>	START <sub>1</sub>	START <sub>0</sub>

VSIGSTRTSTOP

134 →

**FIG. 6C**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	STOP 10	STOP 9	STOP 8	STOP 7	STOP 6	STOP 5	STOP 4	STOP 3	STOP 2	STOP 1	STOP 0

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	START 10	START 9	START 8	START 7	START 6	START 5	START 4	START 3	START 2	START 1	START 0

HSIGSTRSTOP

136 →

**FIG. 6D**

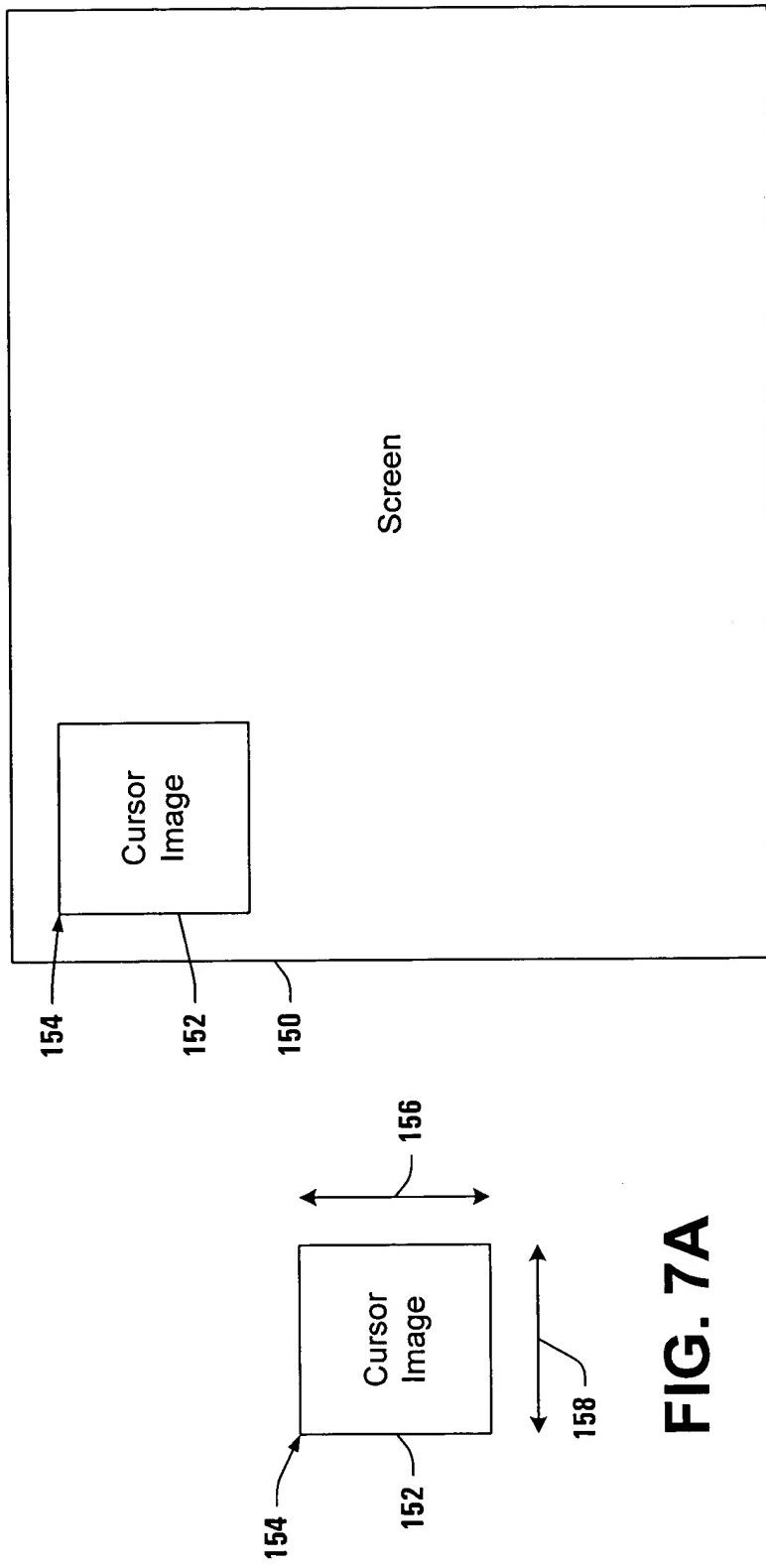
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	VCLR 10	VCLR 9	VCLR 8	VCLR 7	VCLR 6	VCLR 5	VCLR 4	VCLR 3	VCLR 2	VCLR 1	VCLR 0

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	HCLR 10	HCLR 9	HCLR 8	HCLR 7	HCLR 6	HCLR 5	HCLR 4	HCLR 3	HCLR 2	HCLR 1	HCLR 0

SIGCLR

138 →

**FIG. 6E**

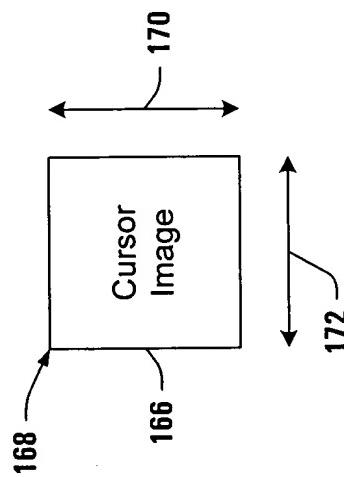
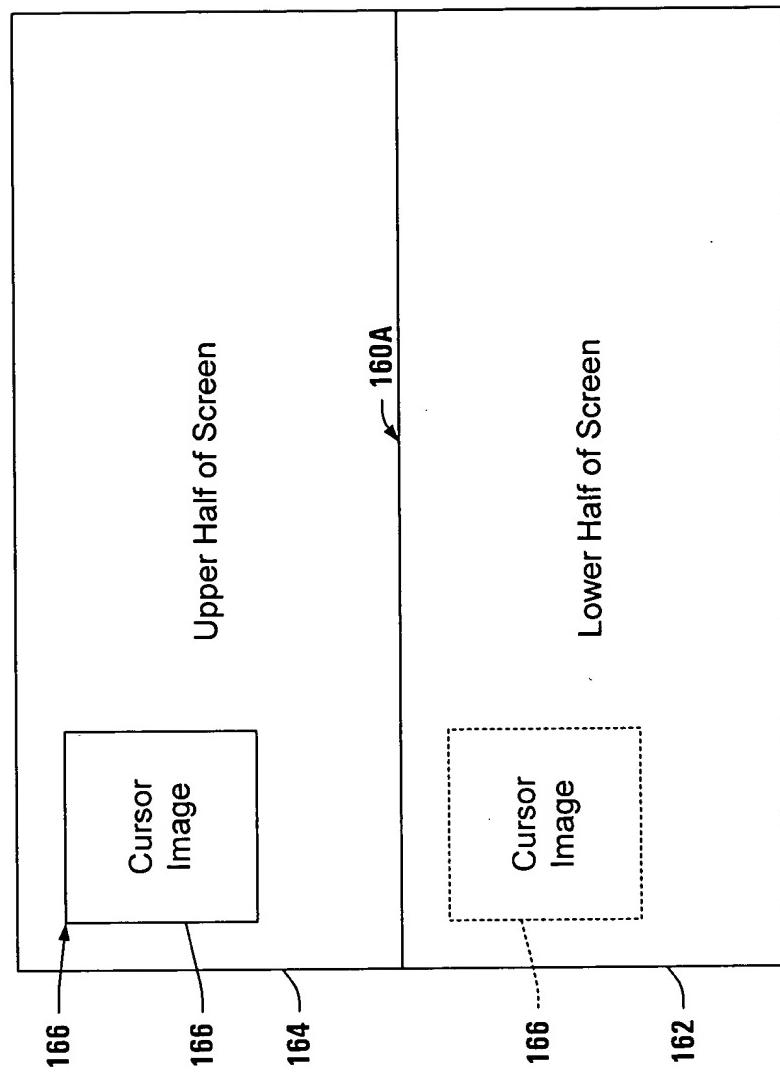


**FIG. 7B**

**FIG. 7A**

0 9 8 7 6 5 4 3 2 1 0

160

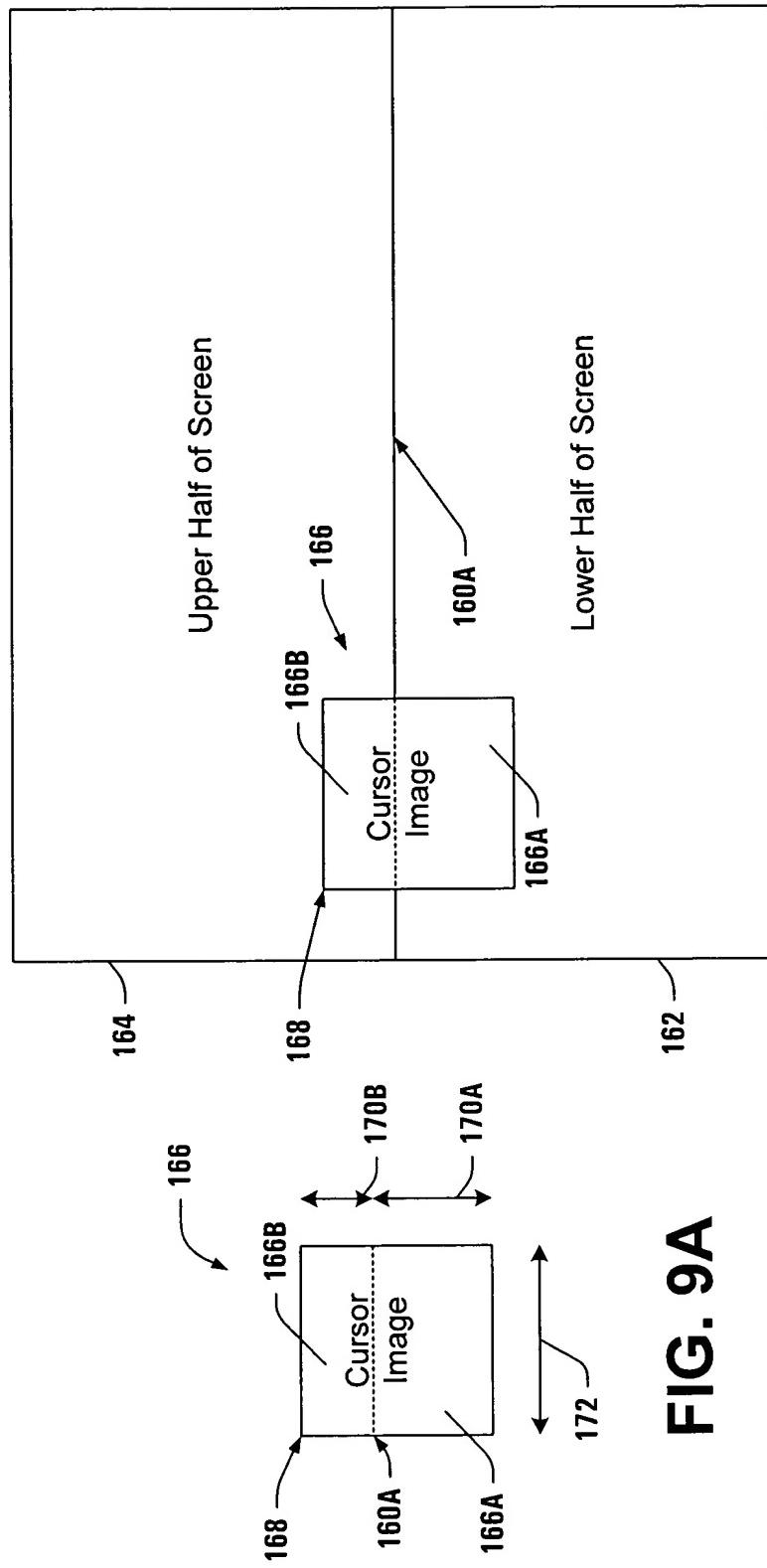


**FIG. 8A**

**FIG. 8B**

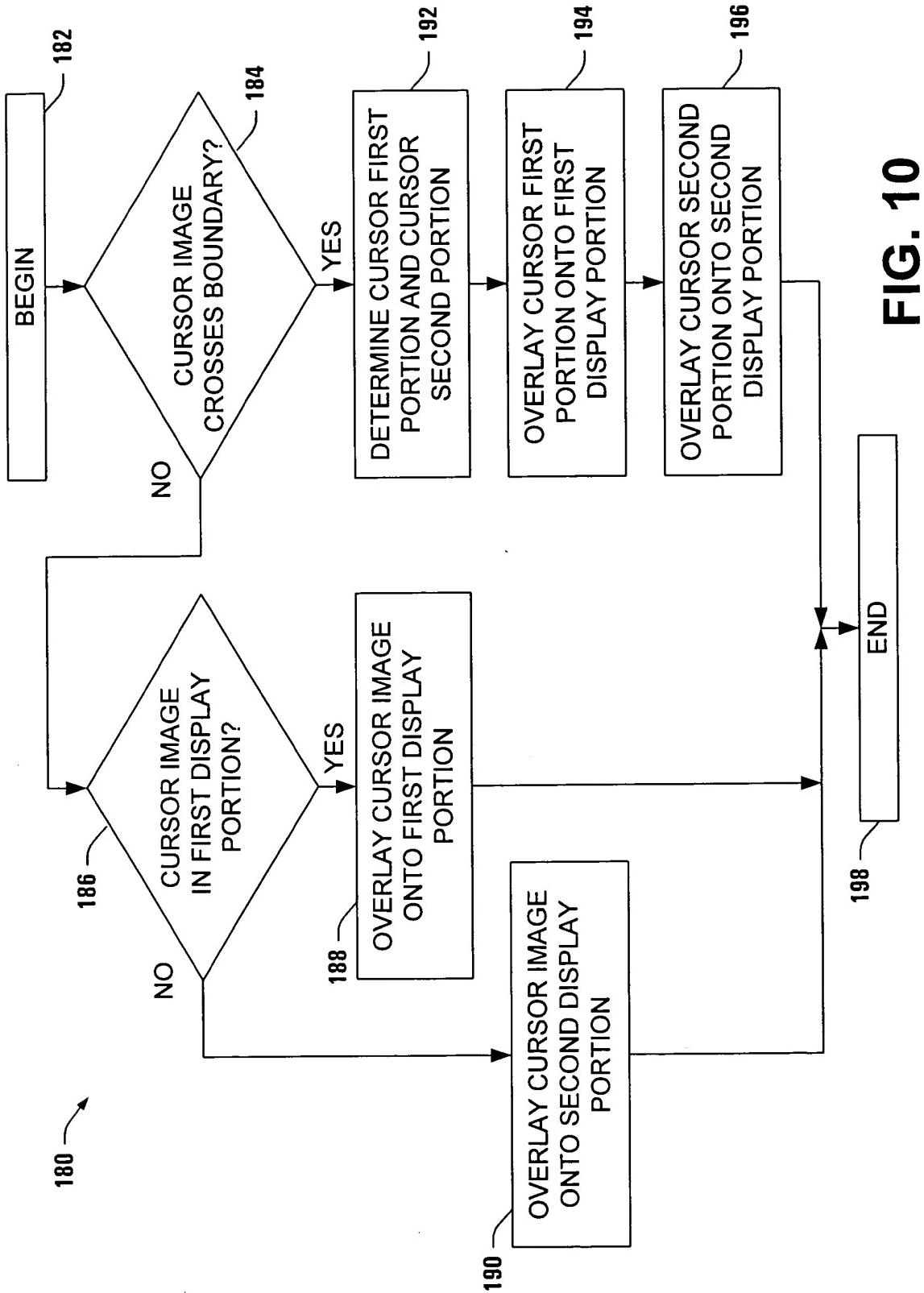
00260 " 55242460

160



**FIG. 9A**

**FIG. 9B**



**FIG. 10**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADR															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADR	NA														

CURSOR\_ADR\_START

200 →

**FIG. 11A**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADR															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADR	NA														

CURSOR\_ADR\_RESET

202 →

**FIG. 11B**

## CURSORSIZE

FIG. 11C

204

## CURSORSIZE

FIG. 11C

204

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7 8 9

200

CURSORCOLOR1

CURSORCOLOR2

CURSORLINK1

## CURSORLINK2

**FIG. 1**

206

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	YLOC <sub>10</sub>	YLOC <sub>9</sub>	YLOC <sub>8</sub>	YLOC <sub>7</sub>	YLOC <sub>6</sub>	YLOC <sub>5</sub>	YLOC <sub>4</sub>	YLOC <sub>3</sub>	YLOC <sub>2</sub>	YLOC <sub>1</sub>	YLOC <sub>0</sub>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CEN	RSVD	RSVD	RSVD	RSVD	XLOC <sub>10</sub>	XLOC <sub>9</sub>	XLOC <sub>8</sub>	XLOC <sub>7</sub>	XLOC <sub>6</sub>	XLOC <sub>5</sub>	XLOC <sub>4</sub>	XLOC <sub>3</sub>	XLOC <sub>2</sub>	XLOC <sub>1</sub>	XLOC <sub>0</sub>

CURSOR\_XYLOC

208 →

**FIG. 11E**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CLHEN	RSVD	RSVD	RSVD	RSVD	YLOC <sub>10</sub>	YLOC <sub>9</sub>	YLOC <sub>8</sub>	YLOC <sub>7</sub>	YLOC <sub>6</sub>	YLOC <sub>5</sub>	YLOC <sub>4</sub>	YLOC <sub>3</sub>	YLOC <sub>2</sub>	YLOC <sub>1</sub>	YLOC <sub>0</sub>

CURSOR\_DHSCAN\_LH\_YLOC

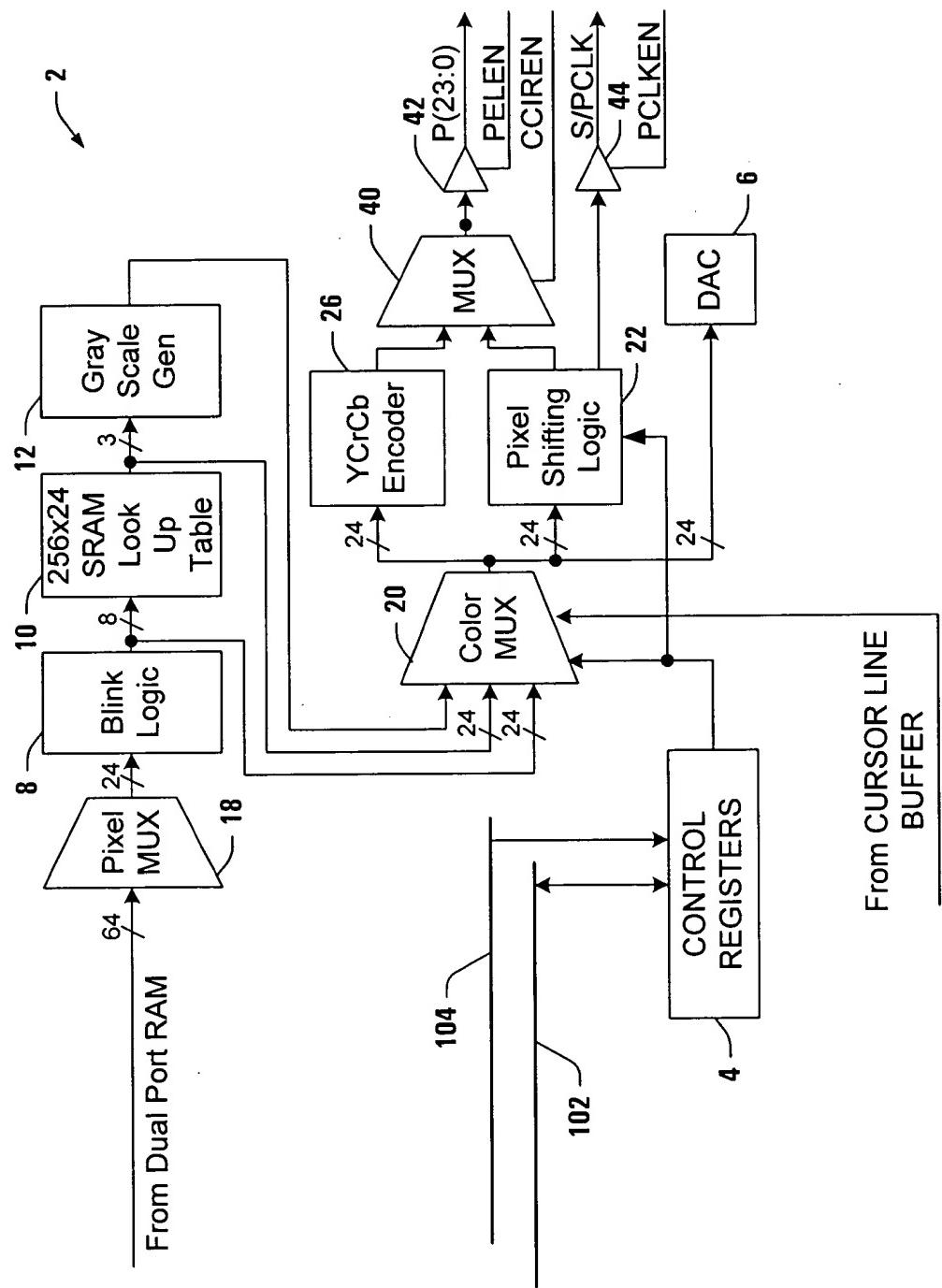
210 →

**FIG. 11F**

中華書局影印

CURSORLINK

**FIG. 11G**



**FIG. 12**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

PIXELMODE

230 →

**FIG. 13A**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

PARLLIFOOUT

232 →

**FIG. 13B**

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
RSVD	ESTR T3	ESTR T2	ESTR T1	ESTR T0	CNT3	CNT2	CNT1	CNT0									
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

PARLLIFIN

234 →

## FIG. 13C

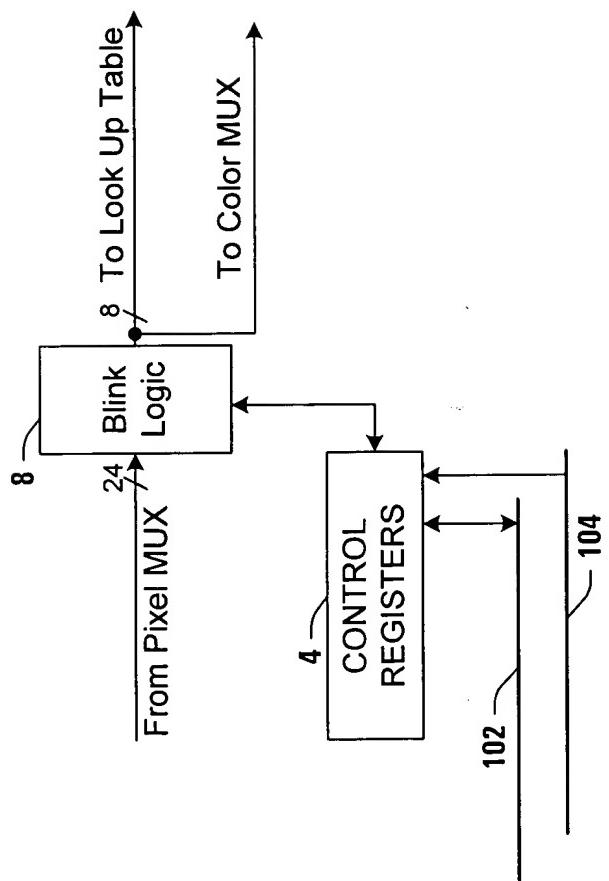


These bits are an ORDERED combination of the bit value shown and the next significant bit below (This rounds the color value to nearest color)

These bits do not get a substitute and are defined in the values controlled by the pixel output mode in the upper part of the table.

These bits do not get a substitute and are denied to the viewer.

**FIG. 14B**



**FIG. 15**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

BLINKRATE

250 →

**FIG. 16A**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

BLINKMASK

252 →

**FIG. 16B**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
PATRN															

BLINKPATRN

254 →

**FIG. 16C**

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
P <sub>MASK</sub>															

PATTERNMASK

256 →

**FIG. 16D**

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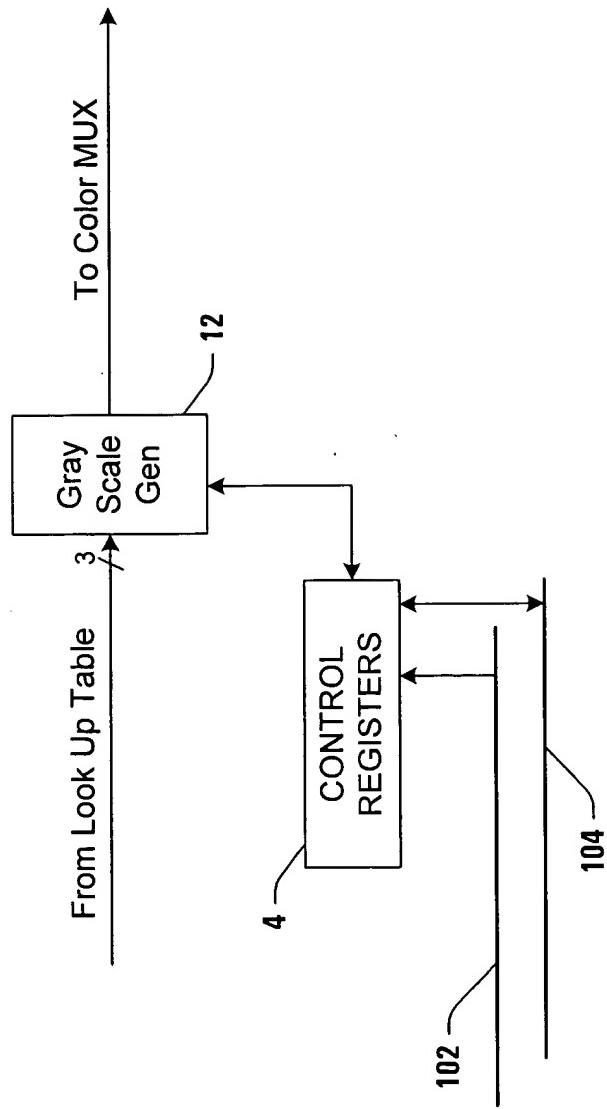
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	BGOFF														
BGOFF															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

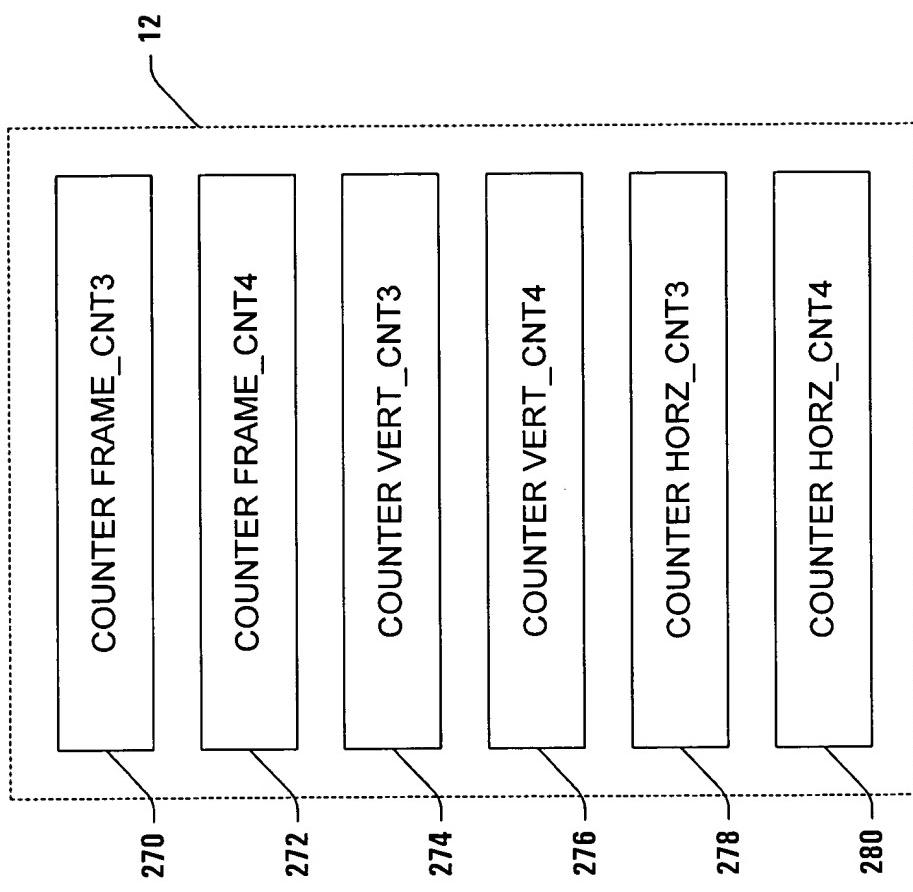
258

**FIG. 16E**

BG\_OFFSET

**FIG. 17**





**FIG. 18**

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	HORZ															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	

GRAYSCALE LUT

282 →

## FIG. 19

300

FIG. 20

00 00 00 00 00 00 00 00 00 00

FRAME	Vert	Horz	VCNT (lines)	11	11	11	10	10	01	01	01	01	00	00	00	00	GSLLUT Address '4'
Cir	Ctr	Ctr	HCNT (pixels)	11	10	01	00	11	10	01	00	11	10	01	00	00	Pixel
D18	D17	D16	register address	015	014	013	012	011	010	009	008	007	006	005	004	003	Value
X	X	X	base + 0x80	0	0	0	0	0	0	0	0	0	0	0	0	0	000
			base + 0xA0	0	0	0	0	0	0	0	0	0	0	0	0	0	000
			base + 0xC0	0	0	0	0	0	0	0	0	0	0	0	0	0	000
			base + 0xE0	0	0	0	0	0	0	0	0	0	0	0	0	0	000
	X	X	base + 0x8C	1	1	1	1	1	1	1	1	1	1	1	1	1	111
			base + 0x8C	1	1	1	1	1	1	1	1	1	1	1	1	1	111
			base + 0xDC	1	1	1	1	1	1	1	1	1	1	1	1	1	10
			base + 0xFC	1	1	1	1	1	1	1	1	1	1	1	1	1	111

302 →

## FIG. 21

304 → H O R Z

FRAME 0	V	1	1	1	1
E	1	1	1	1	
R	1	1	1	1	
T	1	1	1	1	

FRAME 1

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FRAME 2

1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

FRAME 3

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FIG. 22

000000000000000000000000

306 →

FRAME 0	V	H	O	R	Z
E	1	0	1	0	
R	1	0	1	0	
T	1	0	1	0	

FRAME 1

	0	1	0	1
	0	1	0	1
	0	1	0	1
	0	1	0	1

FRAME 2

1	0	1	0
1	0	1	0
1	0	1	0
1	0	1	0

FRAME 3

	0	1	0	1
	0	1	0	1
	0	1	0	1
	0	1	0	1

FIG. 23

308 →

H O R Z

FRAME 0	V	1	1	0	0
E	1	0	1	0	
R	0	0	1	1	
T	1	0	1	0	

FRAME 1

0	0	1	1
0	1	0	1
1	1	0	0
0	1	0	1

FRAME 2

1	0	1	0
1	1	0	0
1	0	1	0
0	0	1	1

FRAME 3

0	1	0	1
0	0	1	1
0	1	0	1
1	1	0	0

**FIG. 24**

FRAME	Vert	Horz	VCNT (lines)	11	11	11	10	10	01	01	01	00	00	00	GSIUT Address *4
Ctr	Ctr	Ctr	HCNT (pixels)	11	10	01	00	11	10	01	00	11	10	01	00
D18	D17	D16	register address	015	014	013	012	011	010	009	008	007	006	005	FRAME
1	1	1	base + 0x8C	0	1	0	1	0	0	1	0	1	0	1	00
			base + 0xAC	-	0	0	0	1	-	1	0	1	1	0	011
			base + 0xCC	-	1	0	0	0	1	0	0	1	1	0	10
			base + 0xEC	0	0	1	1	0	1	0	1	0	1	0	011

FIG. 25

310 ↗

312 → H O R Z

FRAME 0	V	1	0	0
E	0	1	0	
R	0	0	1	

FRAME 1

0	1	0
0	0	1
1	0	0

FRAME 2

0	0	1
1	0	0
0	1	0

FIG. 26

**314** → H O R Z

FRAME 0	V	1	0	0
E	0	0	1	
R	0	1	0	

T

FRAME 1

0	1	0
0	1	0
0	0	1

FRAME 2

0	0	1
1	0	0
1	0	0

**FIG. 27**

FRAME	Vert	Horz	VCNT (lines)	11	11	11	10	10	01	01	01	01	00	00	00	00	GSUUT Address "4"
Ctr	Ctr	Ctr	HCNT (pixels)	11	10	01	00	11	10	01	00	11	10	01	00	00	Pixel
D18	D17	D16	register address	dis	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	FRAME
0	0	0	base + 0x88	x	x	x	x	x	0	1	x	1	0	0	0	0	010
			base + 0xA8	x	x	x	x	x	1	0	x	0	1	0	1	0	010
			base + 0xC8	x	x	x	x	x	0	1	x	0	1	0	0	10	010
			base + 0xE8	x	x	x	x	x	x	x	x	x	x	x	x	11	010

FIG. 28

316 →

0 0 0 0 0 0 0 0 0

318 → H O R Z  
T

FRAME 0	V	1	0	0	0
E	0	0	1	1	
R	0	1	0	0	

FRAME 1

0	1	0	0
0	1	0	0
0	0	1	1

FRAME 2

0	0	1	1
1	0	0	1
1	0	0	0

FIG. 29

FRAME	Vert	Horz	VCNT (lines)	11	11	11	10	10	01	01	01	00	00	00	00	GSIUT Address *4
Cir	Cir	Cir	HCNT (pixels)	11	10	01	00	11	10	01	00	11	10	01	00	Pixel
D18	D17	D16	register address	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	FRAME
0	0	0	base + 0x88	x	x	x	x	x	x	x	x	x	x	x	x	Value
			base + 0xA8	x	x	x	x	x	x	x	x	x	x	x	x	010
			base + 0xC8	x	x	x	x	x	x	x	x	x	x	x	x	010
			base + 0xE8	x	x	x	x	x	x	x	x	x	x	x	x	010

FIG. 30

Display Type	Horizontal Resolution x Vertical Resolution	Video Clock frequency (MHz)	Frame Buffer Storage format	Display Data format	pixels per shift clock	Pixel Shift Clock frequency (MHz)	Vertical Frame Rate (Hz)
VFD	128 x 32	2	4 bpp	monochrome	8	0.25	400
LCD	128 x 64	2	4 bpp	monochrome	4	0.5	230
LCD	256 x 128	2	4 bpp	monochrome	4	0.5	60
"QVGA" TFT LCD	320 x 234	6.4	8 bpp	analog	1	6.4	80
QVGA STN LCD	320 x 240	4	4 bit RGB	4 bit RGB	1	4	50
HVGA STN LCD	640 x 240	8	4 bit RGB	4 bit RGB	1	8	50
"VGA" DC Plasma	640 x 400	16	4 bpp	monochrome	4	4	60
VGA EL	640 x 480	24	4 or 8 bpp	grayscale	8	3	75
VGA STN LCD	640 x 480	24	8 or 16 bpp	18 bit RGB	1	24	75
VGATFT LCD	640 x 480	24	8, 16, or 24 bpp	18 bit RGB	1	24	75
VGA CRT	640 x 480	25.175	8, 16, or 24 bpp	analog	1	NA	70
VGA CRT	640 x 480	32	8, 16, or 24 bpp	analog	1	NA	85
SVGA TFT LCD	800 x 600	40	8, 16, or 24 bpp	18 bit RGB	1	40	80
SVGA CRT	800 x 600	50	8, 16, or 24 bpp	analog	1	NA	85
XGA TFT LCD	1024 x 768	60	8, 16, or 24 bpp	18 bit RGB	2	30	72
XGA CRT	1024 x 768	75	8, 16, or 24 bpp	analog	1	NA	80
SXGA TFT LCD	1280 x 1024	85	8, 16, or 24 bpp	18 or 24 bit RGB	1	85	60
SXGA CRT	1280 x 1024	110	8, 16, or 24 bpp	analog	1	NA	70
SXGAW TFT LCD	1400 x 1024	90	8, 16, or 24 bpp	18 or 24 bit RGB	1	90	60
SXGA+ TFT LCD	1400 x 1050	110	8, 16, or 24 bpp	18 or 24 bit RGB	1	110	70
UXGA TFT LCD	1600 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	65
UXGA CRT	1600 x 1200	135	8, 16, or 24 bpp	analog	1	NA	60
UXGAW TFT LCD	1900 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	60
HDTV-2 LCD	1280 x 720	50	8, 16, or 24 bpp	24 bit RGB	1	50	50
HDTV-2 CRT	1280 x 720	66	8, 16, or 24 bpp	analog	1	NA	60
HDTV-4 LCD	1920 x 1080	135	8, 16, or 24 bpp	24 bit RGB	1	135	60
HDTV-4 CRT	1920 x 1080	135	8, 16, or 24 bpp	analog	1	NA	55
QXGA LCD	2048 x 1536	135	4 bpp	monochrome	8	16.875	40
QSXGA LCD	2560 x 2048	135	4 bpp	monochrome	8	16.875	24
QUXGA LCD	3200 x 2400	135	4 bpp	monochrome	8	16.875	17

FIG. 31

**FIG. 32**

